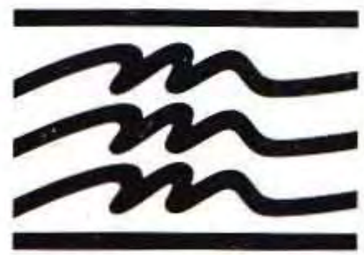
NES-4F-USA

FLIGHT OF THE INTRUDER



MINDSCAPE INC.

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Safety Precautions

1. Your Game Pak is vulnerable to extreme temperatures and shock. Don't leave it on windowsills or radiator covers where it may overheat. Don't drop it or throw it around.

2. Avoid touching the contacts on the edge of the cartridge. If the contacts get dirty or wet, clean them off with a dry, clean, lint free cloth.

3. Don't clean your Game Pak with thinners, alcohol, or other solvents. These may damage the case.

4. Always be sure your Nintendo Entertainment System is OFF before putting in your Game Pak.

1. Game Story

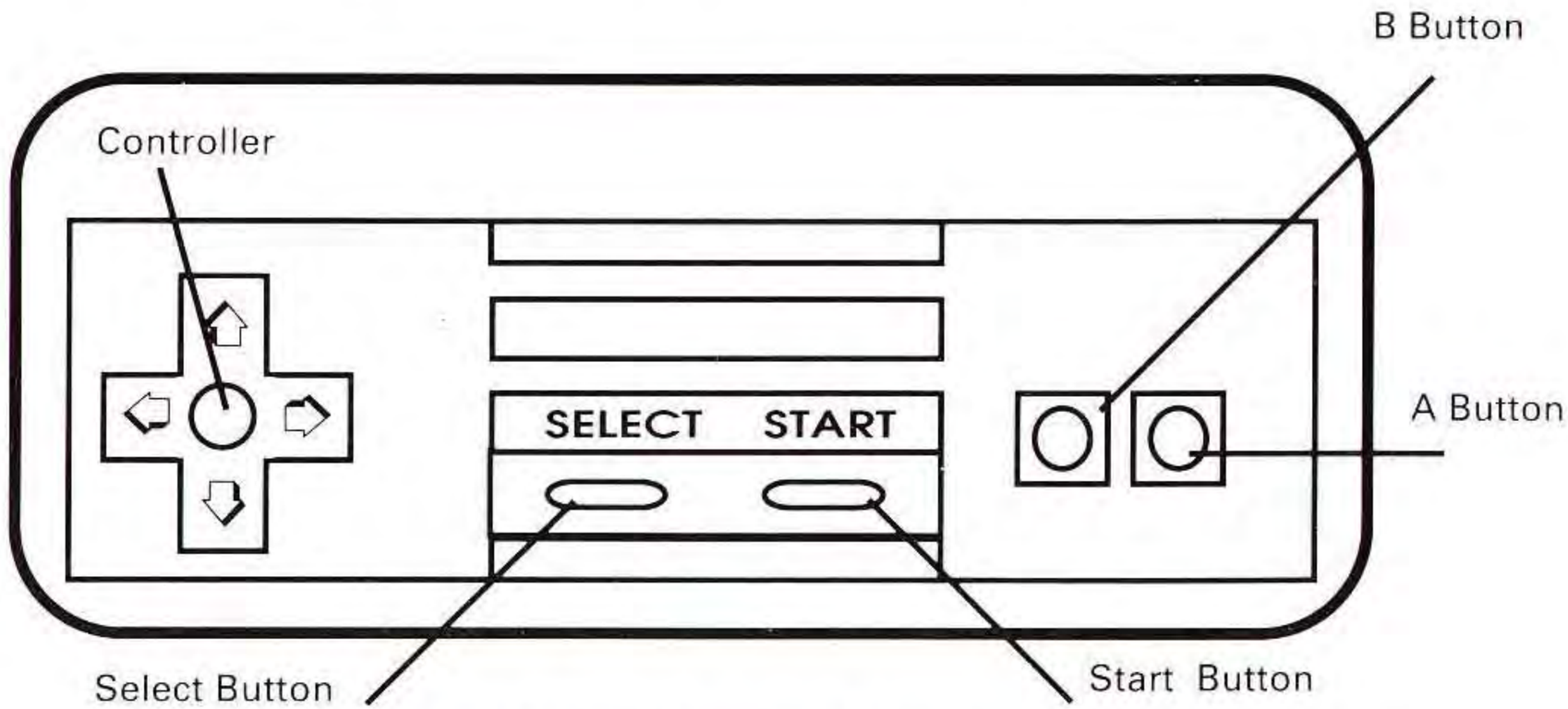
It is May, 1972. Guerillas supplied by North Vietnam are threatening the U.S. backed South. President Nixon has ordered the U.S. Navy to increase air strikes against targets in Haiphong and Hanoi to disrupt the North Vietnamese war effort. The operation is known as the Linebacker Campaign.

Flight of the Intruder is played in a series of twelve missions. The missions begin on April 30, 1972 as the NVA (North Vietnamese Army) send hostile forces to attack the USS Constellation on Yankee Station. The missions increase in difficulty and deadliness as the Linebacker Campaign progresses. How well you do on each mission determines your rank at the end of the game.

The Navy used two of its finest planes during Project Linebacker, the F-4 Phantom all-weather interceptor and the A-6 Intruder all-weather carrier-based strike bomber. You will have a chance to use both planes. As a Phantom pilot, your piloting skills will be tested as you go up against the formidable MiG 21 jets of the North Vietnamese air force.

In the seat of an A-6, you will strike at ground targets while avoiding flak and deadly ground-to-air missiles.

2. Controller Parts and Operating Instructions



GAME CONTROLLER

Start Button

When the Map Screen is up, press to begin a mission and selected Waypoint within the mission. When the other screens are up, press to pause the game.

Select Button

When the Map Screen is up, pressing select occasionally allows you to skip Waypoints. When the Cockpit Screen is up, press to switch between missiles and machine guns. When the Bombing/Strafing screen is up, press to switch between radar guided missiles and bombs.

A Button

When the Map Screen is up, press to begin mission or selected Waypoint. On the Cockpit Screen, press to fire your machine guns or missiles. On the Bombing/Strafing Screens, press to fire rockets. On Takeoff/Landing Screen press to raise and lower your arrestor hook.

B Button

Press to fire radar guided missiles or bombs when the Bombing/Strafing Screen is up. On the Cockpit Screen, press and hold down while using the up/down arrows on the Control Pad to increase/decrease your thrust. On Takeoff/Landing Screen press to raise and lower your landing gear.

Control Pad

The Control Pad is your plane's control stick. You can climb, dive, bank left or right using the four arrows. UP dives your plane on the Cockpit Screen and Bombing/Strafing Screen. On Bombing/Strafing screen the up arrow also lowers your shooting angle. DOWN makes your plane climb in the Cockpit Screen and Bombing/Strafing Screen. On the Bombing/Strafing Screen the down arrow also raises the shooting angle. LEFT banks your plane to the left on the Cockpit and Bombing/Strafing Screen, and increases thrust on the Takeoff and Landing screen. RIGHT banks your plane to the right on the Cockpit and Bombing/Strafing Screen, and decreases thrust on the Takeoff and Landing screen.

3. How To Play

Flight of the Intruder is played in a series of twelve missions. Each mission is divided into two or more Waypoints, steps along the way to the completion of the mission. One Waypoint may be to clear the skies of MiG jets so, in the next Waypoint, your Intruder can blast at ground targets without having to worry about being blown from the sky by more agile jets.

You are in control all the way; the outcome of the mission depends on you. Your score depends on how well you complete the goals of the Waypoint.

At the beginning of each Waypoint a map of the area is shown, with targets indicated. On some missions you may choose which Waypoint you fly next by pressing the SELECT button. Once you have selected a Waypoint, press START or the A Button to start the action.

Depending on the Waypoint, you will fly either an F-4 interceptor against MiG 21 jets, or an A-6 strike bomber against ground or sea targets.

You also have to get these jets off of and back to the aircraft carrier USS Constellation.

Each mission begins with your takeoff from the USS Constellation, stationed in the Gulf of Tonkin. A catapult in the deck of the carrier will assist your takeoff. Press the left arrow on the control pad to begin your flight. To takeoff from the carrier hold down the left arrow on the control Pad to increase your thrust to 100%. At this point you will be launched off the deck.

The screen shows the inside of your cockpit when you are flying the Phantom against Mig 21 jets in air-to-air combat. All of the instruments and displays you need are visible.

COCKPIT SCREEN (F-4 PHANTOM INTERCEPTOR)

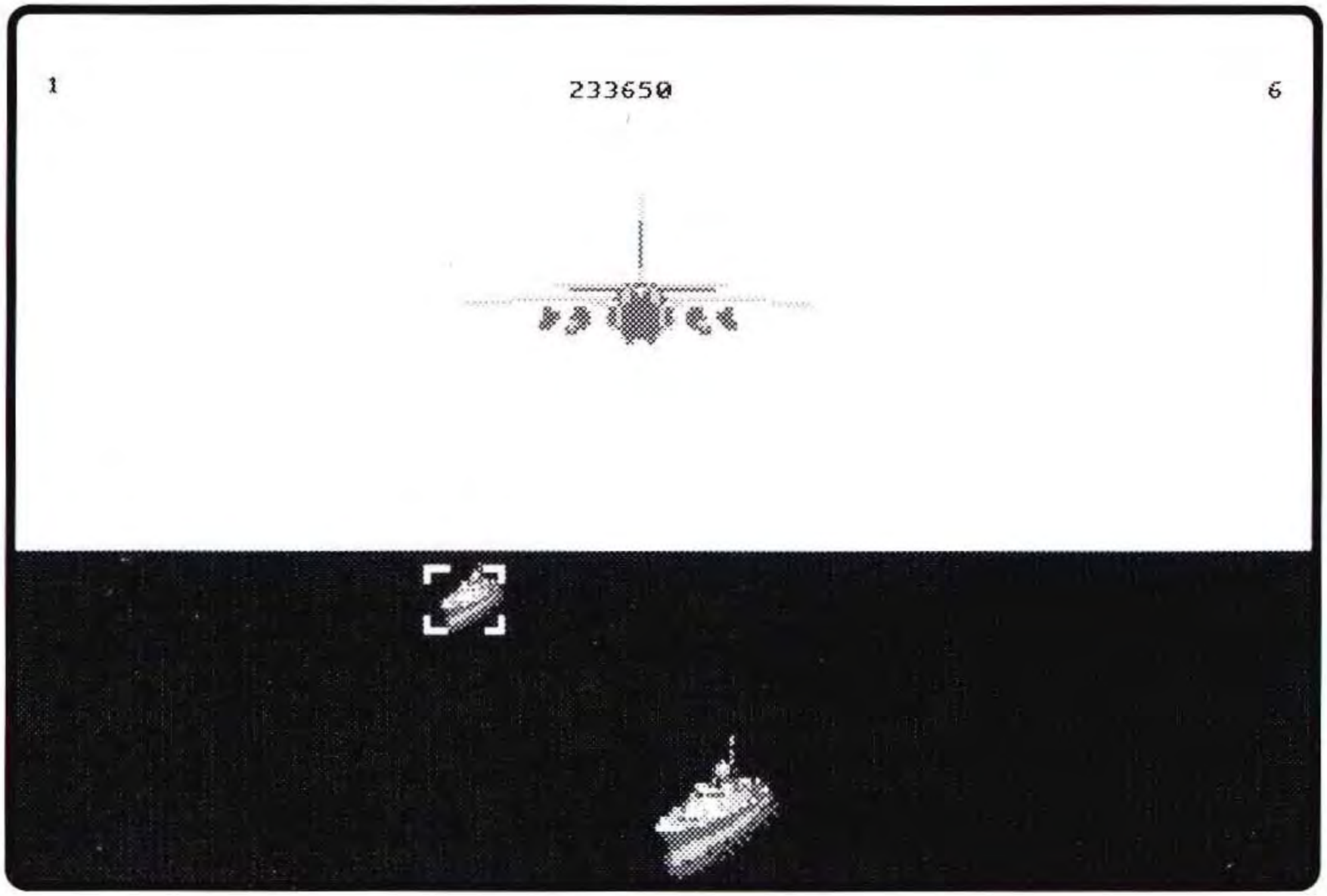
INSTRUMENTS

The top of the screen shows the view from the cockpit, with projected HUD (Head Up Display). The left figure shows your airspeed. The right figure shows your altitude. The cross in the middle of the HUD is the targeting sight for your machine guns. The bottom of the screen shows your flight instruments. At top left is the thrust indicator.

Below the thrust indicator is the artificial horizon. It lets you keep track of how your plane is oriented. You are flying level when the entire bottom half of the ring-shaped indicator is lit (light green) and the upper half is dark. When your F-4 climbs, the lit area creates a mountain-like peak. When you dive, the lit segments of the horizon indicator form a valley like shape. If the entire ring turns green, watch out . . . you're headed for the ground!

In the center of the screen is the radar scope. It shows the location of enemy MiGs in relation to your own craft. The scope is divided into six "pie slices." Bogeys (your enemy, shown as Blips on the screen) in the top segment of the scope should be visible from your cockpit if you are flying level. Bogeys in the bottom slice are behind you.

At the right side of your instrument panel is the information screen and message window. The message window tells you when you have hit an enemy plane and when you are damaged. The information screen tells you when enemy planes are in the area and when your mission is complete. If you switch from machine guns to missiles, an ordnance display showing remaining missiles appears.



BOMBING/STRAFING SCREEN

When you are piloting an A-6 Intruder, a rear-view display of your jet flying over ground or water appears. The number at top left is the number of strength units remaining. The number at top right is the number of radar guided missiles remaining. The number under your score is the DEF CON number. For every target that makes its way past you, this number will count down to zero. When the number reaches zero, every target that makes it will fire a SAM at you.

Targets approach from the horizon toward you. Use the arrow keys to bank right and left, and to change your altitude and firing angle. Press the A Button to fire air-to-ground missiles. Press the B Button to fire radar-guided missiles or bombs. Use the SELECT button to switch between radar-guided missiles or bombs.

If the Map Screen displayed at the beginning of the Waypoint indicates that this is the PRIMARY TARGET, the last targets to appear are the primary targets . . . the point of the whole mission. Take them out and your job is done!

Once you've tackled all the Waypoints, you must land your jet to safely complete the mission. Your jet approaches the deck of the carrier on auto pilot from the right side of the screen. When your Thrust, Altitude, Vertical Velocity, and Range appear in the upper left hand corner of the screen you will then be in control of your jet. The Range tells you how far you are from the back of the carrier. You must lower altitude, decrease your thrust by holding down the right arrow on the control pad. To raise your altitude, increase your thrust by holding down the left arrow. With your thrust at 50% you will be flying level. Remember to lower your Landing Gear (B Button) and your Arrestor Hook (A Button). If you touch down on the deck with a Vertical Velocity greater than 10, you will crash. You must maneuver your craft to catch one of the braking cables streched across the deck. There are four cables; good pilots try for the third one. If you miss all the cables, you "bolter" and must try again.

4. Scoring

Flight of the Intruder rates your flying prowess at the end of each mission, and gives you a rank based on your performance:

Seaman Apprentice	Lieutenant J G
Seaman Recruit	Lieutenant
Seaman	Lieutenant Commander
Petty Officer	Commander
Petty Officer 1st Class	Captain
Petty Officer 2st Class	Commodore
Petty Officer 3rd Class	Rear Admiral
Chief Petty Officer	Vice Admiral
Warrant Officer	Admiral
Chief Warrant Officer	Fleet Admiral
Ensign	

Bonus for Ground/Sea Targets

Tanks	300
Oil platforms	300
Cargo ships	400
Armed NVA fishing boats	400
AA Cannons	400
Gun Boats	500
Mobile missile truck	500
Helicopters	500
Missile Boats	600
Radar tracking station	600
SAM launchers	600
Enemy Huts	700*
Oil tankers	700*
Oil tanks	700*
Communication tower	700*

* Hitting one of these regains one Strength Unit, up to nine. When your Strength Units reach nine, every other target destroyed will increase your DEF CON up to nine and then your missiles to nine.

Double the above bonus if the kill is made with a radar guided missile!

Air Target	
Kill MiGs	4000
Hit MiGs with bullets	400
Hit Missiles with bullets	500
Ground Target	
Avoiding Missile	100
All targets in wave hit	2,000*
All targets in Waypoint hit	10,000
Completing Waypoint	4,000**

Extra Strength Unit every 200,000 points (maximum 3).

* Adds one each to Strength Unit, DEF CON, and Missiles up to nine.

** You will receive 100 points for each remaining Strength Unit, DEF CON, and Missiles after completing a waypoint

Landing: Catching the Third Cable is what good pilots do.

First Cable	500
Second Cable	2000
Third Cable	4000
Fourth Cable	1000

5. Know Your Foe

Your planes will be in the sites of many types of enemy units. Know which ones to bring down . . . and which will be going for you!

MiG-21

You'll face this agile fighter when you're piloting an F-4. MiGs will fire missiles at you when approaching head-on. Be careful! The wingman of the MiG you've got in your sights may be drawing a bead on you!

SAM SITES, MISSILE BOATS, and RADAR TOWERS

You will come across SAM missile launchers when attacking ground and water targets with your Intruder. SAMs launch straight up like Flak and then start tracking toward your Intruder. SAMs are deadly and must be avoided. A hit will take out your jet.

NVA FISHING BOATS, CARGO SHIPS and AA GUNS

The enemy's vital installations and important water vessels are protected by machine gun fire designed specifically to take out jets like yours. The guns fire tracer bullets. Avoid them; a hit can damage your Intruder.

TANKS, OIL PLATFORMS and AA GUNS

Enemy tanks, oil platforms and AA Guns fire proximity fused gun shells that can fill the sky with deadly flak bursts. Avoid the bursts or your jet will be damaged. Gun shells can be distingushed from SAMs as shells fire straight up and explode.

GUN BOATS, HELICOPTERS, MOBILE MISSILE LAUNCHERS, and HUTS

When attacking land and water targets with your Intruder, the enemy will be trying to shoot you down with radar guided missiles. These missiles are different from SAMs in their flight patterns. Missiles immediately start tracking towards you as soon as they are launched. Just like SAMs they must be avoided or you will be knocked out of the sky.

6. The Missions

April 30, 1972: *Patrols spot four MiGs and three torpedo boats entering 40 mile exclusion zone.*

Your mission: Destroy MiGs and attacking missile boats.

May 1, 1972: *NVA Units overrun Quang Tri City. Two MiG 21s spotted over Hue, heading toward Da Nang. Torpedo and gun boats sited in vicinity of carrier.*
Your mission: Intercept enemy jets and bomb enemy artillery moving through Quang Tri City. Destroy ships threatening carrier.

May 13, 1972: *Project Linebacker has begun. Command begins to target installations vital to the enemy's war effort. First up: A radar tracking station near the Thanh Hoa Bridge.*
Your mission: Destroy the radar installation. Secondary targets include a convoy escorted by gun boats and a possible SAM missle site south of Thanh Hoa. The mission will be carried out under cover of darkness.

June 8, 1972: *A downed Air Force pilot has radioed for help from a crash site just north of Ninh Binh.*
Your mission: Jolly Greens have been assigned to pick up the pilot, but enemy fire threatens the operation. Use your F-4s to engage enemy air cover while Intruders suppress ground fire from advancing enemy scout patrols.

June 17, 1972: *Intelligence reports indicate that warehouses in Haiphong contain stockpiles of SAM missiles.*
Your mission: Use your Intruders to take out the warehouses. Area is guarded by mobile artillery, SAM sites and AA gun batteries. Secondary targets include an enemy oil tanker anchored off the coast of Tien Yen and a SAM site at Hon Gai. Hostile MiGs may be on patrol at both of these areas.

July 8, 1972: *You've just completed an extensive attack on the NVA Naval and Air Forces . . . but your job's not over. The three Phantoms and three Intruders under your command are all low on fuel, it's night so visibility is limited.*
Your mission: Land all of your jets safely. If you can't land a plane after two tries, that aircraft is lost.

July 30, 1972: *Reconnaisance reports a major ammunition depot in the town of Thanh Hoa.*
Your mission: After supressing enemy SAM and AA batteries, destroy buildings that house ammunition.

August 27, 1972: *A SAM and radar guidance facility near Hon Gai seriously threaten future missions. The area is constantly patrolled by MiGs and heavily defended.*
Your mission: This is a night mission. Clear the skies of the MiGs and destroy the SAM and radar installations.

September 12, 1972: *Intelligence reports that the enemy plans a major bombing assault on U.S. targets in the south. The assault is to be staged from the airfield an Phuc Nhac, just north of Hanoi. Minor air patrols and two enemy troop ships have been spotted in the area.*
Your mission: Use your best skill to destroy all targets.

October 20, 1972: *The enemy, using convoys of ships moving under cover of darkness, is shipping large amounts of supplies to its forces fighting near the DMZ. A patrol boat and several enemy MiGs have been spotted in the area.*
Your mission: Destroy as much of the convoy as possible and return home safely. The mission will be made at night.

The last mission of *Flight of the Intruder* is a two-parter.

December 18, 1972, Evening: *A massive assault on ammunition depots and storage facilities in Hanoi is planned. A direct assault would be suicidal; the target is very well protected. A mission to take out a radar tracking station in Nam Dinh and the Hanoi military facilities is planned to soften up the area.* ***Your mission:*** Destroy all targets. Enemy MiGs patrol Gulf of Tonkin, and a gun boat is stationed off Ninh Binh. Success of this mission is vital if the assault on Hanoi is to procede.

December 18, 1972, Night: *The massive raid on Hanoi continues. A squadron of Intruders, escorted by Phantoms, have been assigned to get the job done.* ***Your mission:*** Primary targets are the ammunition depot and surrounding storage areas. Enemy SAM launchers in the area will be active. Level the entire area and destroy anything that gets in your way. This is a night mission and your view will be limited. Good luck . . .

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Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

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-Reorient the receiving antenna

-Relocate the NES with respect to the receiver

-Move the NES away from the receiver

-Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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